

## CONTRACT WORK COMPLETED: THOMAS JEPP

- Performance and Stability
- Steamworks for multiplayer
- Implement High Quality audio
- Fix the speedup bug with the game running 2x-3x too fast on certain OS/HW
- Fix Cutscene Objects shifting if framerate is over 60fps
- Fix input issues and controller support
- Fix resolution and HUD aspect ratio issues
- Fix bug that permanently disables No Fall Damage unlock when using Low Gravity cheat

## CONTRACT WORK IN PROGRESS: THOMAS JEPP

- Add 3 console-only DLC packs; Ultor Exposed, Corporate Warfare, and UNKUT
  - **Work has started converting the assets from 360**
  - Ultor Exposed
    - 3 Missions
    - 7 Vehicles
    - 22 customization items
    - Mission score co-op metagame
    - 2 Gangsta Brawl and 2 Strong Arm maps for multi
  - Corporate Warfare
    - 3 Missions
    - 7 Vehicles
    - 20 customization items
    - Stuntman co-op metagame
    - 2 Gangsta Brawl and 1 Strong Arm map for multi
  - UNKUT
    - 72 customization items
- Auto-switching keyboard/360 on-screen prompts depending on input
- Increased draw distance \* *Working. Possible setting slider in UI or ini*

## UGC SOURCE WORK: THOMAS

*NOTE: This work will enable extra planned UGC for the base game. It is not part of the contract, but something we would like to implement. It is a perquisite for much of the UGC work being done by Mike Watson*

- Increase memory for the following SR2 files to add additional entries. *\*Work has started*
  - preload.tbl
  - preload\_anim.tbl
  - cheats.xtbl
  - customizable\_walk.xtbl
  - customization\_stores.xtbl
  - homies.xtbl
  - items\_3d.xtbl
  - items\_inventory.xtbl
  - sr2\_city\_missions.xtbl
  - unlockables.xtbl
  - vehicles.xtbl
  - weapons.xtbl
  - cribs\_sr2\_city.cts
  - garage\_sr2\_city.cts
- Fix max 3 unlock limit for sr2\_city\_missions.xtbl
- UGC Misc slots 1-3 that were added in by mods are not visibly removing items when moving to different slot in stores. Currently very hacky modded fix in gotr lua. Need to fix in the source.
- Fix ability to customize helicopters
- Certain vehicle customization parts for planes and boats are "sticky" and don't disappear when viewing them in mechanic to potentially customize and then moving off to a different part
- Fix npc morph cheats. Currently need to press Esc twice after activating, and crashing in cutscenes when active
- New cheat table templates for adding respect, changing player animations, removing HUD, adding homies)
- Setup a new parameter for the chunk\_swap function for the Saints HQ and its various stages of upgrade. Would be used for cutscene replay to force revert the HQ back to its original version for the replay
- Leave the tanker chunk loaded in the ocean after bh09 enemy of my enemy
- Unlock the Phillips Building and Ultor Yacht cribs on mission completion rather than buying.
  - Also disable lightcones from crib during mission/cutscene replay

## STRETCH GOALS: THOMAS

- Steam achievements
- Fix twitchy kbam controls for driving
- Option to disable Tutorial popups in menu or .ini
- 360 Control Scheme B option (Triggers for gas/brake, etc)
- Controller config: Primary attack mapping is missing from the vehicle control section so will default to using on-foot mapping. This means you can't use RT to accelerate without also shooting at the same time.

- Analog trigger support
- Mouse/cursor support for in-game menus \* *Complex. Most menu additions are not feasible*
- Expanded custom vehicle (64) and custom outfit (24) storage for player
- Exposed lua function to turn on radio while on-foot with station parameter; to be used with Sandbox+
- Dev console to be removed with official final update, but would like to have a beta version with dev console available, to install on Steam for owners if they want to mess around
- Steam options for selecting language support
- Main menu radio station choice – Looking into adding an option to choose what radio station plays at the main menu - Currently always KRHYME
- Adding stunt jumps and barnstorms icons to map
- 'Delete a save' option in-game?
- FOV slider or ini value
- Fix the audio device being used for the splash screen biks. Currently defaults to GPU audio output instead of the actual sound device like the rest of the game uses.
- Look at parking spot spawning issues. Even when set to 100% in the table file, a vehicle often will not spawn. Suspect this was to conserve memory and only spawn if another vehicle of that same type already exists nearby
- Fix: Setting your host game as not joinable doesn't actually work. Others can still join.
- Merge profile data with the save file data so that tracked stats are unique to the save and not carried over to other saves.

## DEEP SILVER WORK

- Saints Row 2: Unf\*\*ked Logo for in-game main menu \* *DS Creative*
- Replace THQ and Volition Inc splash biks with new DS and V ones \* *DS Brand*
- Replace Legal screen \* *DS Brand*
- Steam Trading Cards \* *DS Creative*
- UGC string file translation for non-English languages \* *Mike Watson getting final strings to DS Translation team once UGC work complete*
- Removing Gamespy splash screen \* *Mike Watson*

## COMMUNITY UGC INTEGRATION PHILOSOPHY

- All listed UGC in this document has been approved for inclusion by Volition (with some notes where it is only approved if certain issues are fixed)
- The goal is not to replace anything originally in-game but simply enhance and add (with some minor exceptions already approved by Volition.)

- All non-fitting or problematic UGC will be slated to go into a simultaneous mod-pack release by Mike Watson
- Extra modded-only content should still have entries in the base patch for weapons, outfits, etc to keep it co-op compatible with vanilla if possible
- Mike Watson integrating all community UGC as detailed below

## UGC CUSTOMIZATION

- Ability to change customization colors while in wardrobe for owned items
- All npc and unused clothing items for sale at various stores for the player ~100 items
  - 3 MISC slots for oddball stuff like badges, bluetooth earpieces, kneepads etc.
    - *\* Need to resort these into better slots with high, medium, and low cameras*
- All extra customization colors
  - 34 clothing colors
  - 13 skin colors
  - 21 hair colors
  - 10 makeup colors
  - 20 new vehicle colors
- Tattoos
  - 10 npc tribal tattoos
  - 25 multiplayer tattoos
- Outfits
  - 20 main story npcs outfits player (Pierce, Shaundi, Mr Sunshine, etc)
  - 10 regular NPC outfits for sale at Let's Pretend (Masako, FBI, etc)
  - 10 modder and Penny Arcade group outfits for sale at Let's Pretend
    - *\* May need to rename*
- Plastic Surgeon animation tweak so the player head no longer swivels to make it easier for Boss creation
- Extra walk styles: umbrella, book, zombie, etc
- 19 New Saints gang vehicle customization options
  - All modded variants except El Train and O-Ring which don't physically fit in HQ and are buggy
- Plane, boat, heli mechanics *\* Need to fix camera angles for each option or else will need to cut*
  - + Extra vehicle options
  - + Ability to customize DLC and unlocks
    - Convert crib utilities to mechanics; Ship It may be a good location for boats

## UGC WEAPONS

*NOTE: Many of the modded weapons that are being included will need cleaner UI icons.*

- Conventional weapons for sale/unlock through the story
  - SPAS12
  - Mac-10
  - Dual Katanas
  - Military Sniper
  - Pirate Hook
- Overpowered or odd weapons that will either be a cheat or endgame unlock purchase for big money
  - Gold Desert Eagle
  - Silenced Pistol \* *See if there's a way to generate no notoriety using this*
  - Pimp Slap
  - Rapid Fire stun gun
  - Septic Gun
  - Orbital Launcher
  - Nukamingo 9000
  - Bling Fu
  - Firework Pipebombs
  - Homerun Bat
  - Mjolnir \* *Can we relocate post-hit VFX to ground instead of hovering mid-air (Jim request)*
- Misc weapon tweaks and fixes
  - Increased Fine Aim Range
  - Raise cap on throwing explosives (grenades, satchel charges, etc) from 10 to 25
  - Various tweaks to Minigun, Flamethrower, Tornado chain gun; damage, speed, etc
    - *NOTE: need to reduce max ammo a bit*
  - Pistol rebalance - clip sizes, damage, etc to more match real world counterparts
  - Better shells
    - Changes handgun and rifle shells from silver to gold (real world correct) and fixes shotgun shells to use the correct mesh (previously used smg shells)
  - Shoulder Shotgun animations for Tombstone and SPAS12
  - Slightly increased the explosion radius for the grenade and the molotov
  - Pimpcane shell fix
    - no longer ejects shells when firing, and only does so on reload (where it dumps the used shells onto the ground)

## UGC CHEATS

- A single cheat code to add ALL cheats \* Need to fix audio message
- 100+ npc morph cheat codes \*pending fixes outlined earlier in UGC Source work
- Stop time cheat

- Vibrant weather cheat \*tone down saturation slightly
- New cheats for all the new weapons, vehicles, etc
- Cheats (pending new table template work)
  - Add respect
  - Remove HUD
  - Add homie to list (or simply just have them arrive when used to save UI work)
  - Change player animation set (skateboarding, cop, girly, etc)
  - Swap chunks (heritage festival, prison riot, BH tanker)

## UGC HOMIES

- Mission/Activity unlocked homies in progression
  - Luz
  - Tobias' cousin Richie
  - Mr Wong
  - Johnny Gat (court suit)
  - Shaundi (repair outfit)
- Phone call unlocked non-canon homies \*like Zombie Carlos or possibly cheat activated
  - Carlos
  - Carlos (Jail outfit)
  - Aisha
  - Maero
  - Donnie
  - Matt
  - Jessica
  - The General
  - Veteran Child
  - Mr Sunshine
  - Shogo
  - Kazuo
  - Jyunichi
  - Dane Vogel
  - Julius
  - Eric Gryphon
  - Judge from Gat trial
  - Dex

## UGC VEHICLES

- New vehicle stores
  - S.P.D. Impound – Gang vehicles
  - Sparrow Aircraft – Planes and Helis
  - Blue Collar Supply – Taxis, Armored Cars, etc
  - Volition Gift Shop *\*need to move lightcone as it overlaps Buy Jove icon on map*
  - Isamu Noguchi Security – Police and Military vehicles
- Many other vehicles and variants added to existing stores; We Have it, Ship It, Cycles
  - NOTE: Need to bump up pricing on many of these so that it doesn't make Chop Shop trivial
- Auto Show mall vehicle spawns
  - Destroy UFO, Gyro Daddy, Peewee, DLC vehicles
- Various vehicle handling and audio tweaks
- Allow weapon use on Peewee and out of Oppressor heli open side doors for passenger seats
- Cruise Control UI Icon lowered
- Parking space increased chance to spawn vehicles (pending fix)
- Ultor Mall security drives Ultor themed knoxville golf carts in the mall instead of plain ATVs

## AUDIO

- GenX Veteran's Vault (Veteran Child DJ), EZZZY, and Advert FM stations unlocked after finishing all missions giving ALL stations post-game.
- Pirate Radio 99.0 Underground is now available in all areas of the game.
  - On the fence on this one, as it does take away from the exploration aspect and only being to listen to it by Stilwater U. It is nice to always have a large selection of station choices though. May make this a 2<sup>nd</sup> entry that unlocks after story completion to be heard on whole map.
- Fixed impact sound fx for pizza box and trash bottle when wielding the prop
- Individual cribs each have a unique radio station that plays ambiently when entering (previously only KRHYME)

## ACTIVITIES AND DIVERSIONS

- New ATV race at the underground mall
- Improved Escort
  - No penalty for weapon use and more footage is allowed to make it a bit easier
- Septic Avenger Silencer
  - Adds a small delay to npc drive voice samples so they don't play as frequently (and annoyingly)
- Crowd Control solo fix

- Tweaked to be easier in single player. In the original game, the same number of crazed fans would spawn in both coop and single player.
- Easier Towtruck
  - Lowers notoriety levels for towing, and only level 10 (the last level) has 3 stars for towing the FBI car. An extra 2 minutes have also been added to the timer. Previously impossible to complete for most players

## MISSIONS

- Riot Control Samedi Mission 8 coop bug fix
  - Fixes coop bug where Shaundi would not appear after Pierce arrives to load truck
  - The fix (while it works) does have a brief flash of double Shaundi npcs before gameplay starts. Need to fix.
- Reunion Tour Brotherhood Mission 2
  - Donnie is now revivable making it a bit easier to complete
- The Enemy of My Enemy Brotherhood Mission 9
  - Increased timer from 10 seconds to 15 between waves of enemies so the player has a chance to get more ammo, as it was extremely difficult
- Orange Threat Level Ronin mission 5
  - Fixes black screen after middle BIK cutscene of Pierce running to golf carts
  - Need to double check a potential coop bug with this fix where 2nd player doesn't spawn in cart occasionally

## UNLOCKABLES

- Revising unlock progression. See SR2 Unfucked Progression doc.

## EXISTING UGC FIXES AND TWEAKS

- ~150 community bugfixes; Obscured VIDs, lightcone positioning, etc (Will have full detailed list for patch notes)
- All NPC idle action nodes useable by player when idle
- Longer drug effects and alcohol effects (which can trigger additional unused audio)
- Mall security spawn limits increased
- Saints positioned at owned stores can be bumped off their nodes so you don't have to kill/throw them to get inside
- Extra crib utilities



- Garage, weapon, safe, wardrobe, clipboard now available at all cribs that didn't have them (airport, docks, Stilwater U, Prison Lighthouse, etc)
- Increased Fall Height before ragdolling
- Reworked pricing on everything with large ticket items for end game
- High stakes gambling mod at the casino
  - Raises max bet limits from \$100 to \$10,00 and increases payout multiplier for straights and flushes
- Watch movies at the movies - cutscene replay added to movie theater like SR1
- Death Tag coop mode has extra modes with new weapon loadouts and better payouts at level 5
- Estrada spawning bug fix and patrols
  - Police now correctly patrol the city on police bikes along with police cars. Also fixes notoriety so they police on bikes arrive at Notoriety Level 2

## NEW UGC TWEAKS AND FIXES IN PROGRESS/UNDER DISCUSSION

- Extend time for npc lines calling the Boss out that they stink (if they don't change clothes)
- Kent Combine spawn at Samedi farm
- Fix Troy homie anims – F13
- Fix Mission replay to show shitty original HQ for tss02 and tss03 – F13
- Fix Veteran Child's shirt customization item wear option to tuck in pants
- Spawn certain unique weapons (SR1 platinum weapons, pirate hook, etc) at various hidden spots. For example, the new pirate hook to spawn on the half-sunk pirate ghost ship
- Create new outfits for player from new DLC characters (Eric Gryphon, Tera Patrick, etc) as well as their individual clothing pieces for sale at stores
- Add DLC vehicles to traffic spawning and parking spots, and mall auto-show
- Ultor security to use DLC Ultor Oppressor variant and possibly vulture for police, for notoriety. Commander for police use at sea.
- Look at restricting certain textures for vehicle variants at the mechanic; like the Saints ones that are unlock vehicle only.
- Add weapon wheel back to mp, either default or an option. Request from SR1 players to enable quick switching strategy. Under review
- Fix the SPAS12 audio to use the correct SR1 sound FX
  - <Fire\_Sound>SHOTGUN\_FIRE</Fire\_Sound>
  - <NPC\_Fire\_Sound>SAWGUN\_FIRE\_NPC</NPC\_Fire\_Sound>
- Look at possibly adding unused Pimp Slap models as variants
- Restore extra unused sequence for Laundry Day mission and cut Fuzz random objectives
- New Sabertooth Brotherhood variant for them to drive during "Thank You and Good Night" mission
- New Brotherhood variant for jetskis to use in "The Enemy of my Enemy" mission
- Setup wiretaps as first objective in revelations mission rather than having to find them by accident in police station (now that the DLC automatically adds in the start lightcone)

- Fix “Salting the Earth Again” mission to use the correct Ultor Miami variants instead of unmarked ones
- Homie tweaks so they don’t all just use AK’s; Gat has a knife and a shotgun, Pierce has a baseball bat and an SMG, etc.
- Hazmat truck spawn at Nuke Plant
- Create Richie outfit to unlock for player after Drug Trafficking Level 6
- Extra health for the second truck in the Corporate Meltdown DLC mission (need to test)
- Review modded weather time of day settings and fix the pushed blue values
  - Fix transitions between TOD
- Nuke plant needs a boat garage or mechanic so you don’t get stranded.
- Add the burnt hand to Matt’s outfit
- Tobias homie should arrive in his hippie NRG from SR1
- Add normal map test suit to Let’s Pretend. Need to review
- Fix damaged vehicles in garages not having repair option if you move through menu too fast
  - <https://vimeo.com/371044557>
- Unfucked logo for clothing. Also possibly keep some of the non-copyright infringing logos
- Jane Valderamma homie unlock for completing 6 lvls of Red Light Mayhem and using her unlock spot (50 muggings) for a GOTR weapon (like gold GDHC or the SPAS)
- Fix auto shotguns using rifle reload animations which are too short. If you shoot after the animation is over, it will interrupt the reload.
- Mr Sunshine boss fight may need more health. (he goes down in seconds)
- Look at SR1 mp hud and weapon wheel and potentially implement. SR2 has a delay between switching that slows things down
- Fix underwear disappearing at image as designed
- Slew mode and pause gameplay as a cheat or exposed lua for sandbox+
- Obscure underwear VID with Tobias’ pants so they don’t clip through
- Add more clothing options to multiplayer like the police outfit (vanilla is very limited)

## FOR GOTR 2.0 DUE TO TECHNICAL OR CANON ISSUES:

- Extended sliders, height slider
- Sandbox+
- 10 Movie/TV outfits (Tomb Raider, Hitman, GTA Vice City, Street Fighter)
  - Legal issues. Can add to patch with obfuscated entry names and enabled in GotR 2.0
- Fast weapon switching
  - Handy but inconveniently changes weapons while using B in menus like stores
- Extra taunts/compliments - wrong voice lines
- Extra eye colors – No good way to do this at plastic surgeon, buggy
- Crib
  - Aisha has terrible lighting and no upstairs
  - Yacht crib takes away the mission surprise? – up for discussion

- Stilwater Scrapyard vehicle store selling broken janky vehicles
- Zombie Uprising in the Mall – A bit janky with spawns unless we can maybe trigger it as an alternate option while keeping original?
- Ronin Katana anims for player – Neat, but best to keep these for the ronin as special and leave the original player ones
- CD Collectible location Remix
- All incidental music available to purchase in stores – buggy with playlist saving
- Post Game Gang control – Very hacky, and no way to integrate well
- New gang customization; pirates, zombies, other gangs, etc. Missing voice lines, anims, also canon issues
- New Clothing logos – Most of them are IP violations like Star Wars, Aliens, band names, etc
- Lazarus Gun, Chainsaw Launcher, and AR zooming fireworks thing
- El Train and O-Ring Saints vehicle options – buggy and too big for crib space so they bounce around
- Skateboarding, Police, girl animations for player – Table file replacement rather than option (unless we can create a new cheat template)
- Rocket firing Bulldogs and planes
- HD Textures – there are no packs with unified looks that can make it in
- Extra multiplayer map/lobby from Caboose
- Vehicle uprighting by flicking stick – F13

## REMAINING QUESTIONS AND ADDITIONS

- Flow possibly creating tools for new weapon models for GotR weapons
- Fixing English subtitles – F13 \* Is already working on and would be nice to integrate
- Other mods that came out after the last gotr update? Need to review